

FIG. 1

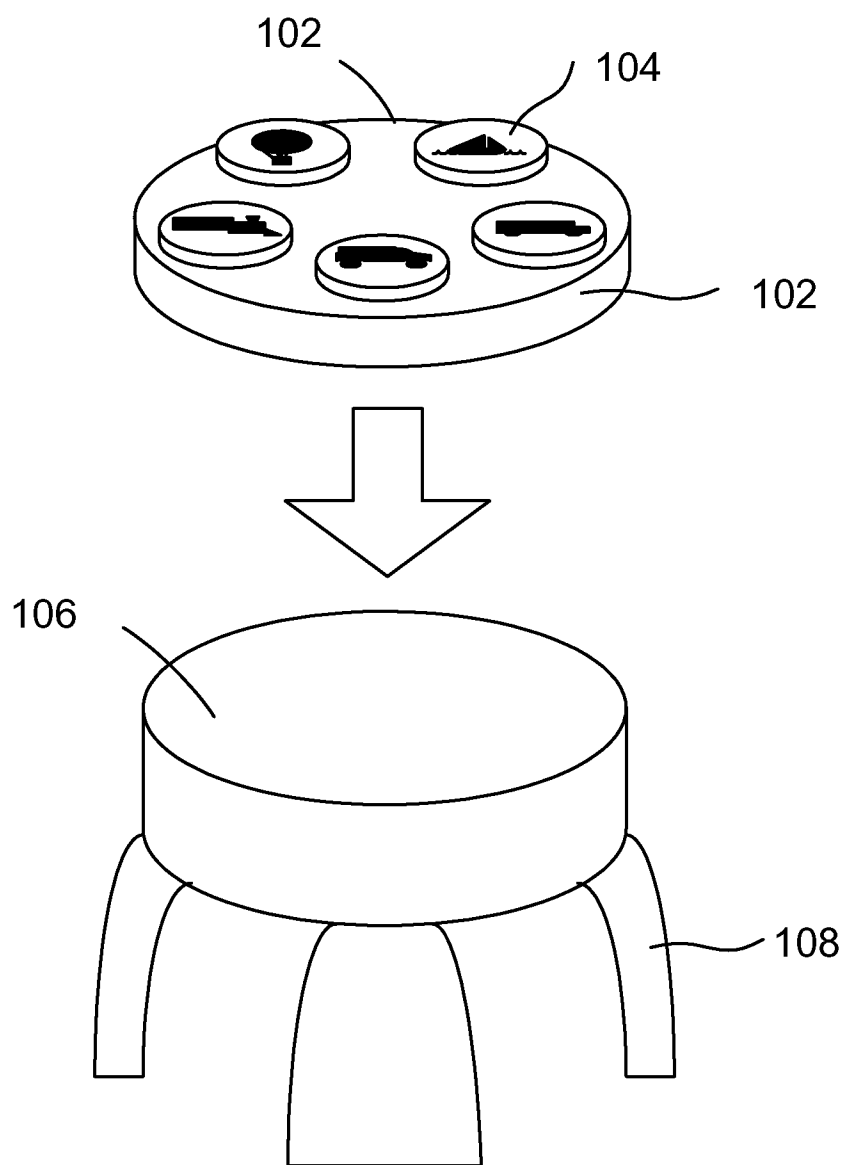


FIG. 2

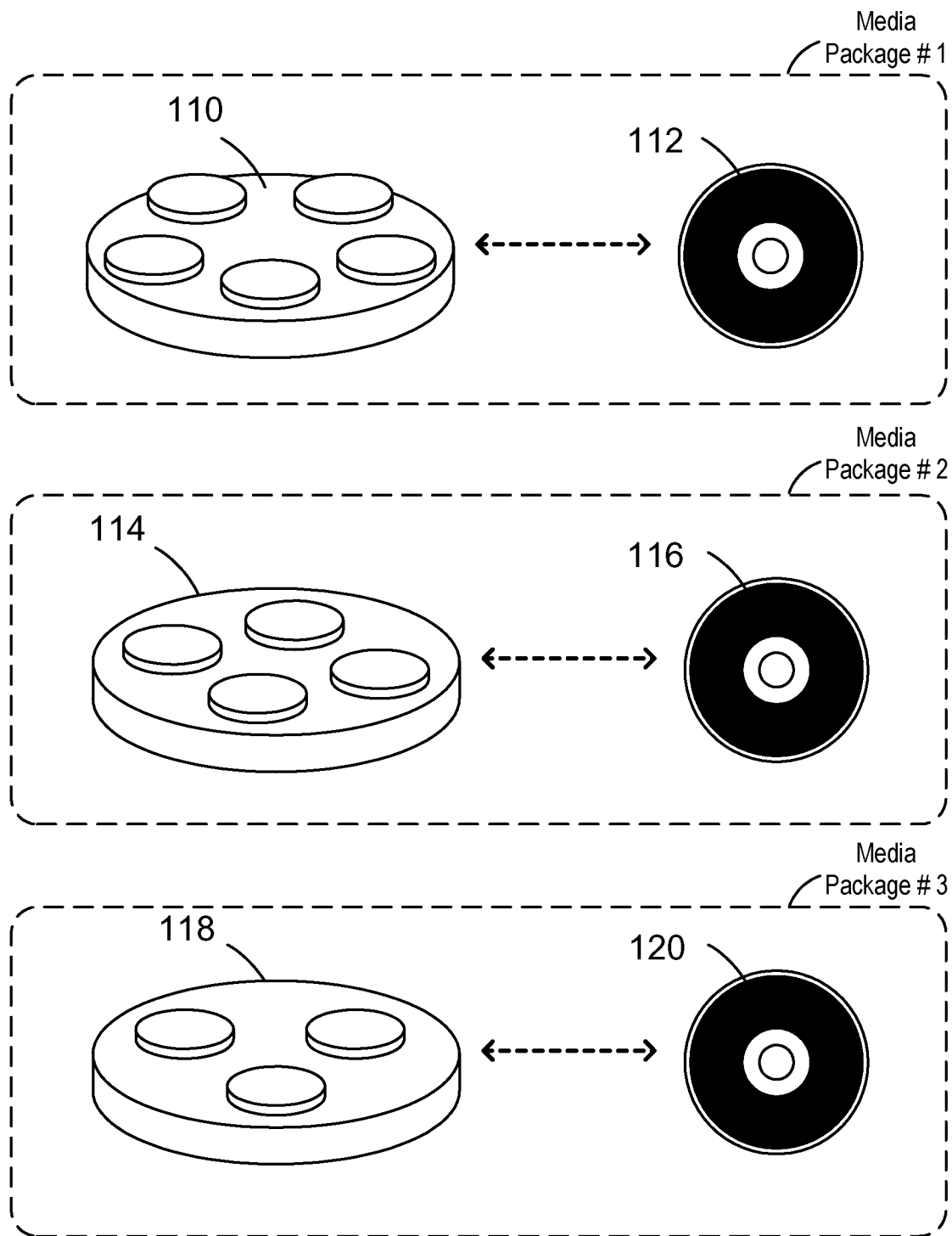


FIG. 3

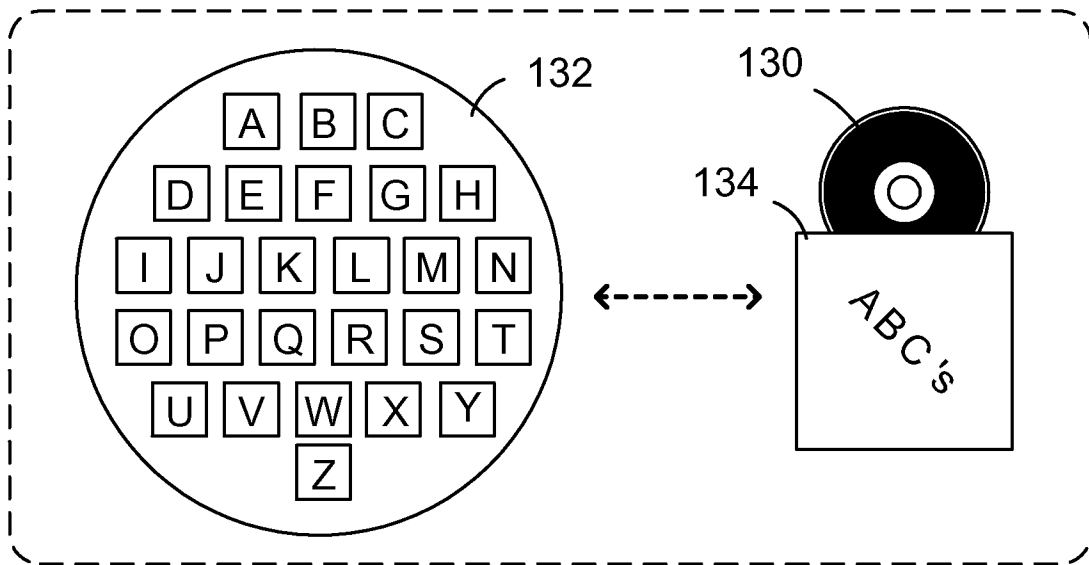


FIG. 4

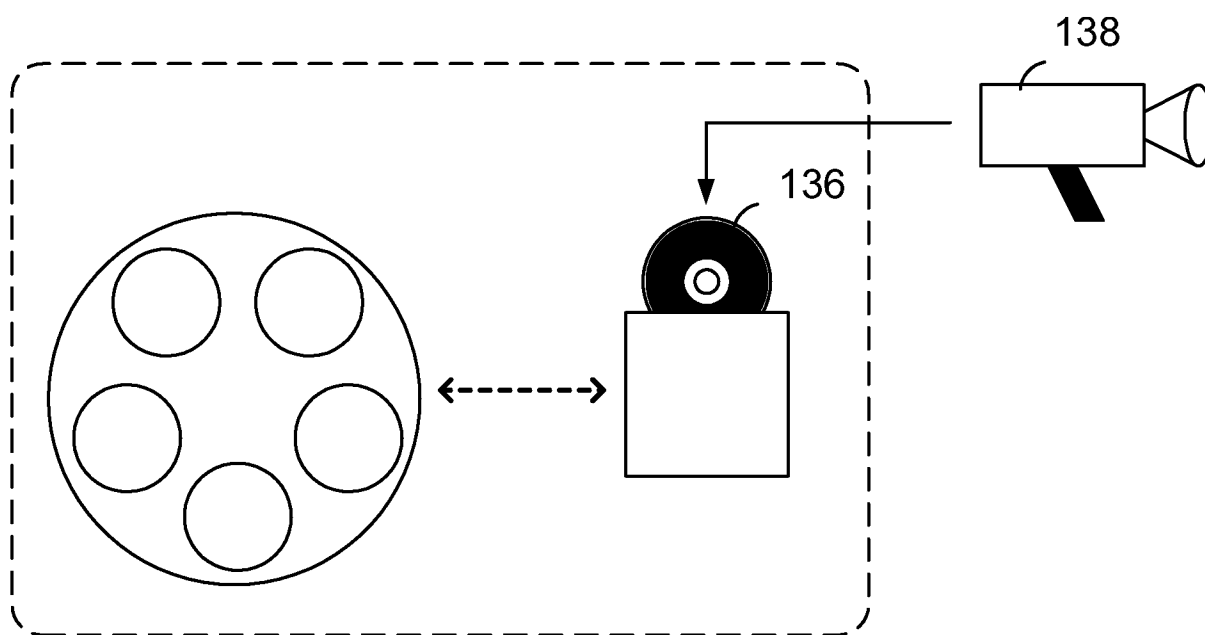


FIG. 5

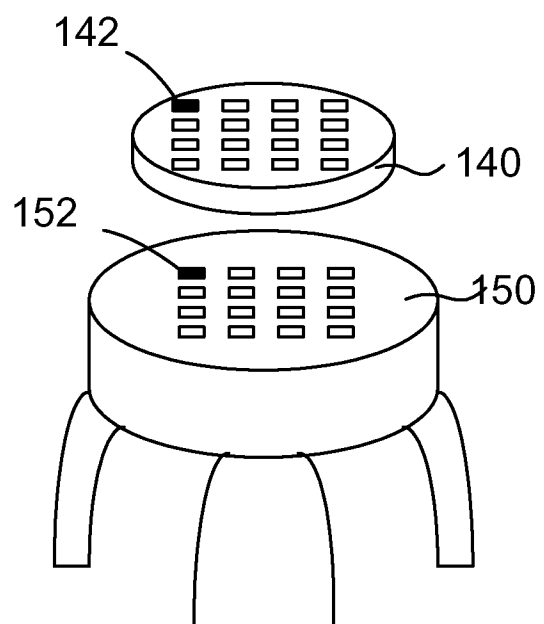


FIG. 6

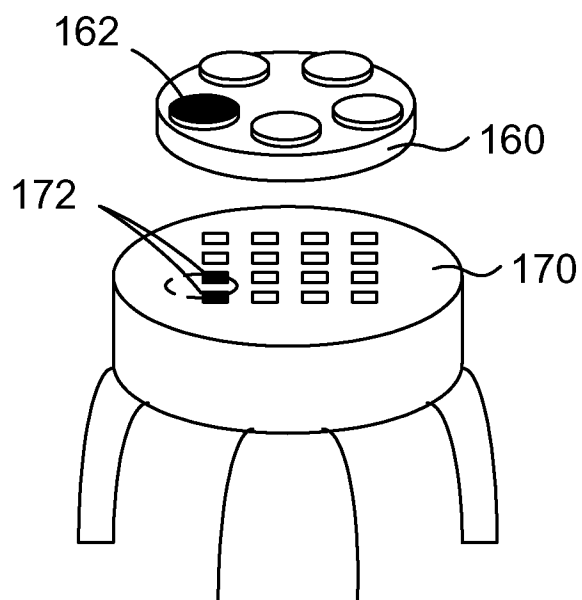


FIG. 7

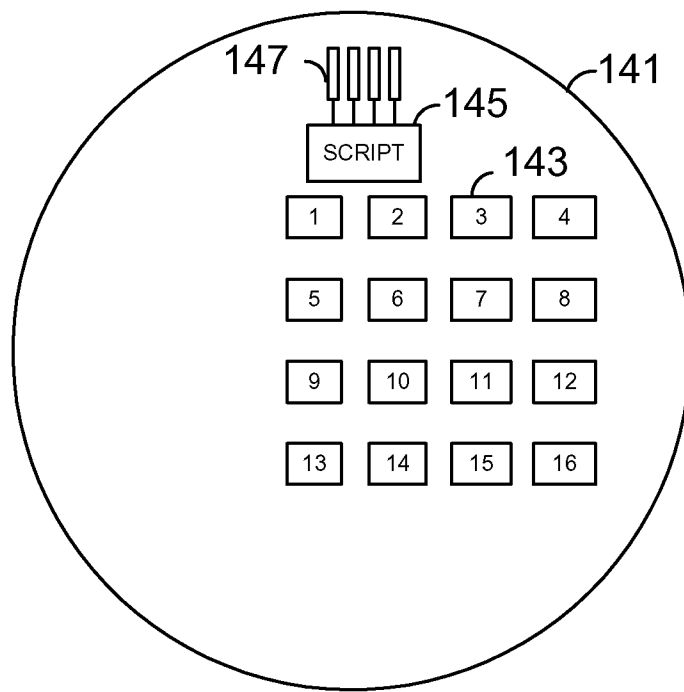


FIG. 8

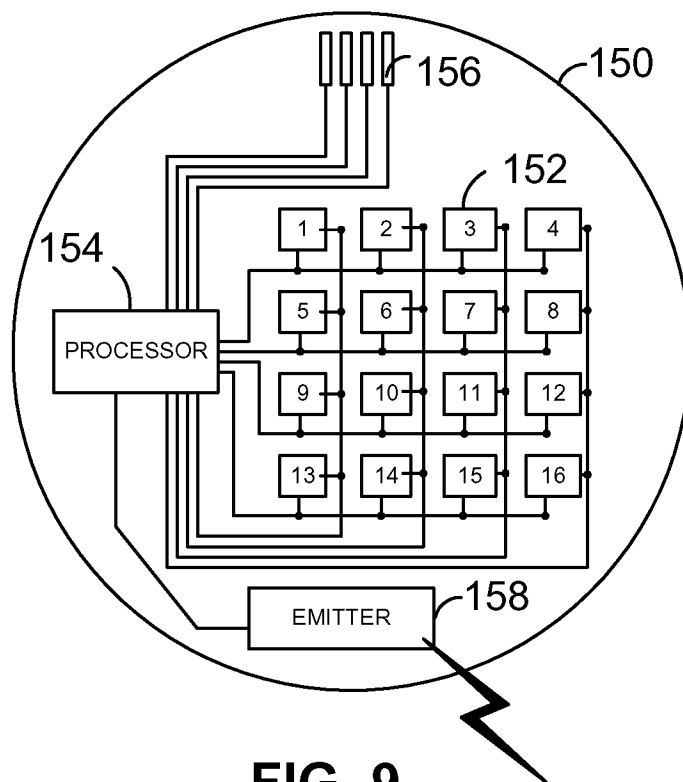


FIG. 9

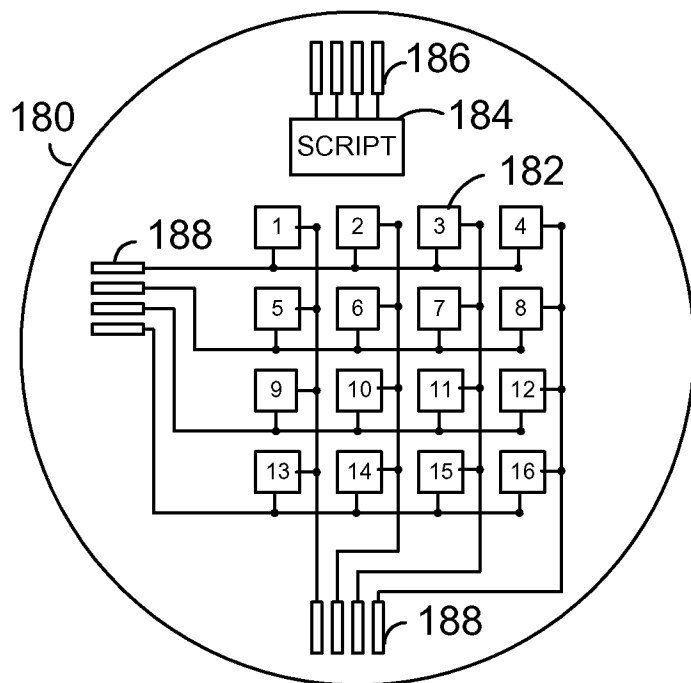


FIG. 10

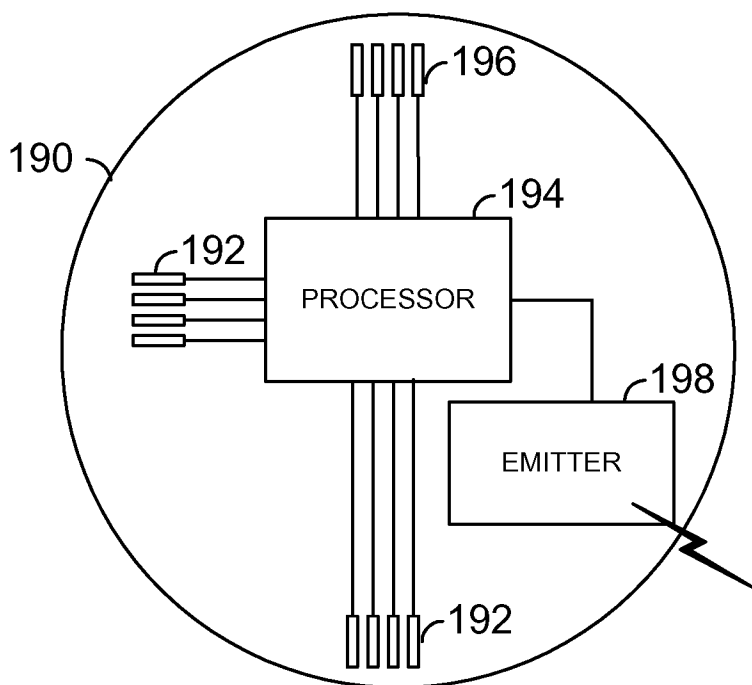


FIG. 11


```
<PushPlay scriptType="1" scriptId="00001">  
  <Button id="Button0" name="Monkey">  
    <ChapterSeek chapter="7" />  
    <Sleep seconds="3"/>  
  </Button>  
</PushPlay>
```

FIG. 12

```
<PushPlay scriptType="1" scriptId="00001">  
  <Button id="Button0" name="Monkey">  
    <ChapterSeek chapter="7" />  
    <Sleep seconds="3"/>  
    <TimeSeek time="000716"/>  
    <Sleep seconds="3"/>  
  </Button>  
</PushPlay>
```

FIG. 13

```
<PushPlay scriptType="1" scriptId="00001">  
  <Button id=Button0" name="Monkey">  
    <command.....  
    <command....  
  </Button>  
  
  <Button id=Button1" name="Tiger">  
    <command....  
    <command...  
  </Button>  
</PushPlay />
```

FIG. 14

```
<If id="MonkeyCounter" oper="eq" value="0">  
  <ChapterSeek chapter="7" />  
  <Pause />  
</If>
```

FIG. 15

```
<codes>  
  <key name="power" value="0x2BE141"/>  
  <key name="1" value="28117E"/>  
  <key name="eject" value="29016F"/>  
</codes>
```

FIG. 16

```

<PushPlay scriptType="1" scriptId="00001">

    <!-- Monkey Button -->
    <Button id="Button0" name="Monkey">

        <!-- first time -->
        <If id="MonkeyCounter" oper="eq" value="0">
            <ChapterSeek chapter="7" />
            <Pause/>
            <Set id="MonkeyCounter" value="1"/>
        </If>

        <!-- second time -->
        <If id="MonkeyCounter" oper="eq" value="1">
            <ChapterSeek chapter="10" />
            <Pause/>
            <Set id="MonkeyCounter" value="0"/>
        </If>
    </Button>

    <!-- Elephant Button -->
    <Button id="Button1" name="Elephant">

        <!-- first time -->
        <If id="ElephantCounter" oper="eq" value="0">
            <ChapterSeek chapter="12" />
            <Pause/>
            <Set id="ElephantCounter" value="1"/>
        </If>

        <!-- second time -->
        <If id="ElephantCounter" oper="eq" value="1">
            <ChapterSeek chapter="15" />
            <Pause/>
            <Set id="ElephantCounter" value="0"/>
        </If>
    </Button>

</PushPlay>

```

FIG. 17

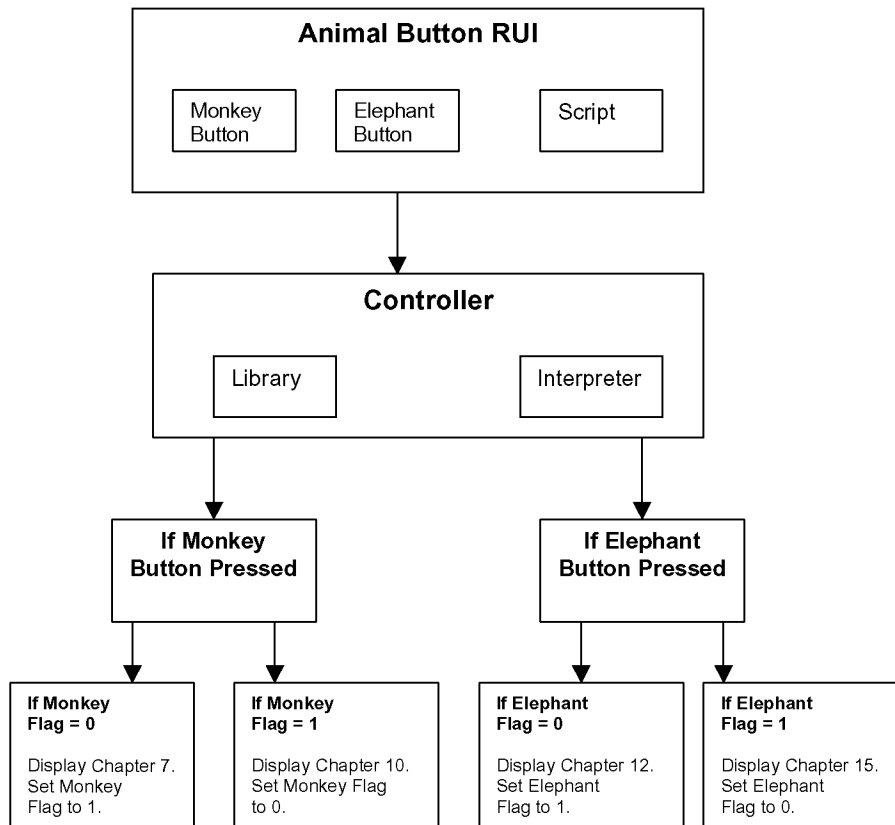


FIG. 18